AMIGA POWER GALLUP CHARTS

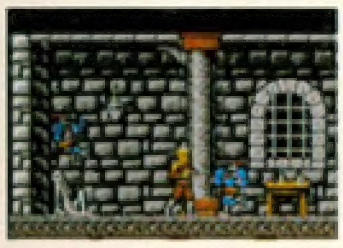
AMIGA TOP 100

1 LEMMINGS/ Psygnosis £24.99 *****
2 TURRICAN 2/ Rainbow Arts £24.99 ***
3 SPEEDBALL 2/ Image Works £24.99 *****
4 SWIV/ Storm £24.99 *****
5 FANTASY WORLD DIZZY/ Code Masters £6.99 ****
6 R-TYPE/ The Hit Squad £7.99 ***
7 FINAL WHISTLE/ Anco £12.99 **
8 LITTLE PUFF IN DRAGONLAND/ Code Masters £7.99 **
9 F-19 STEALTH FIGHTER/ MicroProse £29.99 ****
10 A-10 TANK KILLER/ Sierra £34.99 **

11) PANZA KICK BOXING/ US Gold £24.99 *
12) SUPER HANG ON/ The Hit Squad £7.99 ****
13) TREASURE ISLAND DIZZY/ Code Masters £4.99 ****
14) KICK OFF 2/ Anco £24.99 *****
15) SUPER SCRAMBLE SIMULATOR/ Kixx £7.99 **
16) MOONWALKER/ Kixx £7.99 *
17) FC MANAGER/ Energize £6.99
18) SUPER GRAND PRIX/Code Masters £9.99 **
19) MIG 29 FULCRUM/ Domark £24.99 ****
20) FIST OF FURY 2 COMPILATION/ Virgin £29.99 ***
21) UMS 2/ Rainbird £29.99 ***
22) DOUBLE DRAGON/ Mastertronic £9.99 **
23) WORLD CLASS LEADERBOARD/ Kixx £7.99 *****
24) GAUNTLET 2/ Kixx £7.99 ***
25) VIGILANTE/ Kixx £7.99 *
26) POWERMONGER/ Electronic Arts £29.99 *****
27) SILKWORM/ Mastertronic £6.99 ****
28) M1 TANK PLATOON/ MicroProse £24.99 ***
29) CONTINENTAL CIRCUS/ Mastertronic £7.99 ***
30) HONG KONG PHOOEY/ Hi-Tec £6.99 ***
31) TOYOTA CELICA RALLY/ Gremlin Graphics £24.99 ***
32) HOLLYWOOD COLLECTION/ Ocean £24.99 **
33) OUTRUN/ Kixx £7.99 **
34) PRO TENNIS TOUR 2/ Ubi Soft £24.99 ****
35) BARBARIAN 2/ Kixx £7.99 *
36) ROBOCOP 2/ Ocean £24.99 ***
37) ARKANOID 2/ The Hit Squad £7.99 ****
38) LAST NINJA 2/ The Hit Squad £7.99 **
39) STEVE DAVIS WORLD SNOOKER/ CDS £9.99 **
40) TEAM SUZUKI/ Gremlin Graphics £24.99 ***
41) FAST FOOD/ Code Masters £6.99 ***
42) CHAOS STRIKES BACK/ FTL (Mirrorsoft) £29.99 ****
43) TEENAGE MUTANT HERO TURTLES/ Image Works £24.99 *
44) WACKY DARTS/ Code Masters £6.99 **
45) CLASSIC 4/ Energize £6.99 **
46) CJ'S ELEPHANT ANTICS/ Code Masters £6.99 **
47) NIGHT SHIFT/ US Gold £24.99 ***
48) DEFENDERS OF THE EARTH/ Hi-Tec £7.99 *
49) LOTUS ESPRIT TURBO CHALLENGE/ Gremlin Graphics £24.99 *****
50) BAT/ Ubi Soft £24.99 ***
51) COLORADO/ Action 16 £7.99 **
52) FUN SCHOOL 3 (AGE 5-7)/ Database (Mandarin) £24.99 ****
53) THUNDER BLADE/ Kixx £7.99 *
54) AXEL'S MAGIC HAMMER/ Kixx £7.99 **
55) ELVIRA/ Accolade £29.99 **
56) MULTI PLAYER SOCCER MANAGER/ D&H Games £24.99 *
57) BLAZING THUNDER/ Hi-Tec £6.99 ****
58) YOGI BEAR & FRIENDS IN 'THE GREED MONSTER'/ Hi-Tec £7.99 **
59) TOWER FRA/ Thalion £24.99 **
60) KENNY DALGLISH SOCCER MANAGER/ Zeppelin £7.99 *
61) TEAM YANKEE/ Empire £29.99 **
62) F-29 RETALIATOR/ Ocean £24.99 ****
63) EUROPEAN SOCCER CHALLENGE/ Players £4.99 **
64) THE HITCHHIKER'S GUIDE TO THE GALAXY/ Mastertronic £7.99 ***
65) CRAZY CARS/ The Hit Squad £7.99 *
66) CAR-VUP/ Core Design £24.99 ****
67) YOGI'S GREAT ESCAPE/ Hi-Tec £6.99 **
68) WHEELS OF FIRE COMPILATION/ Domark £29.99 ***
69) INTERCEPTOR/ Electronic Arts £9.99 *****
70) AFTER BURNER/ The Hit Squad £7.99 *
71) POWER PACK COMPILATION/ Beau Jolly £24.99 **
72) WIZBALL/ The Hit Squad £7.99 ***
73) RINGSIDE/ Energize £6.99
74) KICK OFF 2 (EXPANDED)/ Anco £29.99 *****
75) ADVANCED DESTROYER SIM/ US Gold £24.99 **
76) TOURNAMENT GOLF/ Elite £24.99 **
77) CORPORATION/ Core Design £24.99 ***
78) QUATTRO SPORTS COMPILATION/ Code Masters £12.99 **
79) FUN SCHOOL 3 (UNDER 5)/ Database (Mandarin) £24.99 ****
80) INDY 500/ Electronic Arts £24.99 *****
81) KICK OFF EXTRA TIME/ Anco £9.95 ***
82) CRICKET CAPTAIN/ D&H Games £24.99
83) ROCK STAR ATE MY HAMSTER/ Code Masters £4.99 *
84) HARPOON/ PSS (Mirrorsoft) £29.99 **
85) EMLYN HUGHES INTERNATIONAL SOCCER/ Audiogenic £24.99 *
86) GAZZA 2/ Empire £24.99 **
87) NARC/ Ocean £24.99 **
88) WINGS/ Cinemaware (Mirrorsoft) £29.99 ****
89) GUNSHIP/ MicroProse £29.99 ***
90) SPELLFIRE THE SORCERER/ Code Masters £6.99 ****
91) ROAD BLASTERS/ Kixx £7.99 **
92) BATMAN (THE MOVIE)/ Ocean £24.95 ****
93) BLITZKREIG MAY 1940/ Impressions £24.99 **
94) RAINBOW ISLANDS/ Ocean £24.99 *****
95) CHASE HQ 2 – SCI/ Ocean £24.99 **
96) QUATTRO ARCADE COMPILATION/ Code Masters £12.99 ***
97) DAS BOOT/ Mindscape £29.99 ***
98) GOLDEN AXE/ Virgin £24.99 ***
99) JAWS/ Alternative £9.99 *
100) THE SWORD & THE ROSE/ Code Masters £6.99

CODE MASTERS
Nos 5, 8, 13, 18, 41, 44, 46, 78, 83, 90, 96, 100 (!)
Blimey! Code Masters seem to have quite a few games in the charts, don't they? We rang them

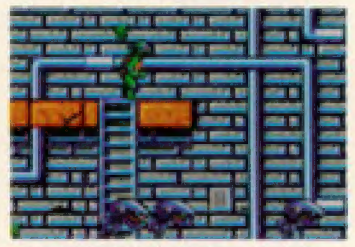
up for a bit of a natter:
First off, it's hard to see the same sort of person who would buy F-19 Stealth Fighter *or even* Speedball 2 *really going a bundle on something like* Little Puff, *isn't it?*
'Well, we tend to think that Amiga owners come in all shapes and sizes, and we think yes, we're picking up a lot of the younger owners, but we're also picking up older people who want a new game but aren't willing to spend 25 quid on it.'
Why do you think your new titles shape up so well against much more well known, arguably better re-releases, like, say, R-Type, Silkworm *or* Interceptor*?*
'We see 16-bit re-releases as a bit futile because when a game's been around as long as some of these have, and especially when it's a big name title, it'll have been hacked and copied and everyone will have a pirate version already. With our games, fewer people are going to bother hacking it as it's cheap enough for anyone who wants a copy to just go out and buy one.'
Finally, what are your games doing at so many totally different price points?
'Well, the older games, like *Treasure Island Dizzy*, are at £4.99, which was a price point we set before there really was a 16-bit budget market. Later we upped it to £6.99 to raise our margins (ie we weren't making much profit at £4.99) and finally we took it up a pound to £7.99 because that was the price The Hit Squad and Mastertronic and everyone else was at, and we felt pressure to conform.'
A-ha! That'll be that then.



DEFENDERS OF THE EARTH
No46
Was £24.99 only a few short months ago. Now, to you guv, available at a mere £7.99. Okay, so *Defenders* wasn't the world's best game, but isn't that just a ridiculously short shelf life at full price? Eh?

POWERMONGER
No 26
Powermonger's still doing pretty well despite its age, isn't it EA?
'Yes, and we're expecting it to be in the charts for some time to come. It was No1 on the Amiga over Christmas, and in the first month of shipping sold more than *Populous* managed in a year! We believe it's sold more on the Amiga than just about any other game ever – we certainly can't think of another that's done better. It's still No 1 in Germany you know, and has been since it came out. In fact *Populous* is still in the Top 10 there – they like their strategy games'.
I'll say.
'In fact, I bet you a tenner *Powermonger* is still in the UK Top 50 by Christmas. How about that?'
Erm, blimey! You're on! (Let's hope it's 51, eh readers?)

MIRRORSOFT
NoS 3, 42, 43, 84, 88
Mirrorsoft (and their various affiliated labels) seem to be making one of the strongest full price showings at the mo.
What do you put that down to, guys?
'If you look at all these they were released either right at the beginning of the year or before Christmas, so to see them all still doing so well is very heartening. It shows these are all games that demonstrate long term popularity. After all, it's possible to sell out of a big name game on your first day



ship before anyone's seen how good or bad it is, but you can't con them into buying it over a period of time.'
What? But that was surely exactly the case with Turtles*! How come it's still doing so well? Most people thought it was awful!*
'Well, it shows that journalists can be wrong sometimes. We've actually had a lot of re-orders on *Turtles* – don't forget, it's the sort of thing lots of younger people are playing, and in our experience we've found that the *Turtles* are still quite popular with them.'

A few words about the Amiga Power charts...

•They're put together for us by Gallup (the folks who do the BBC singles and album charts amongst many other things) at the last possible moment in the schedule of the magazine. Thus, loosing a bit of time for the thing to be printed and for you to go out and buy it, they'll generally reflect sales from around a month ago, ie the chart you see here is for the month of March, even though you've may have bought the magazine in April (and just to confuse things further it says May on the cover).

They're certainly the most up to date charts it's possible to bring you – the inclusion of a fair few games only reviewed this issue bears witness to that – and they're the most accurate too. No other chart takes into account sales in so many shops – from small independent stores to large chains like WH Smith – up and down the country. Take it as definitive, or certainly as near to definitive as it is possible to get.

• The charts take the form of a Top 100, run all in one lump, with none of this mucking about dividing things into Full Price and Budget and so on. If you want to do that yourself then fine – it's quite easy – but we think it's more interesting to see everything all together. With two charts, you'd never be able to see whether *Lemmings* was actually selling more than *Fantasy World Dizzy* (which it is) for instance.

• Finally we've rated everything out of five stars (the really good games get extra special red ones) so you get a rough idea of whether everyone's buying crap or not. Games that don't get any stars (and there aren't many of them) aren't necessarily totally crap – it's just that we've never played them so couldn't really say. (Having said that though they're mainly management games, which as far as we're concerned means they're crap almost by definition).